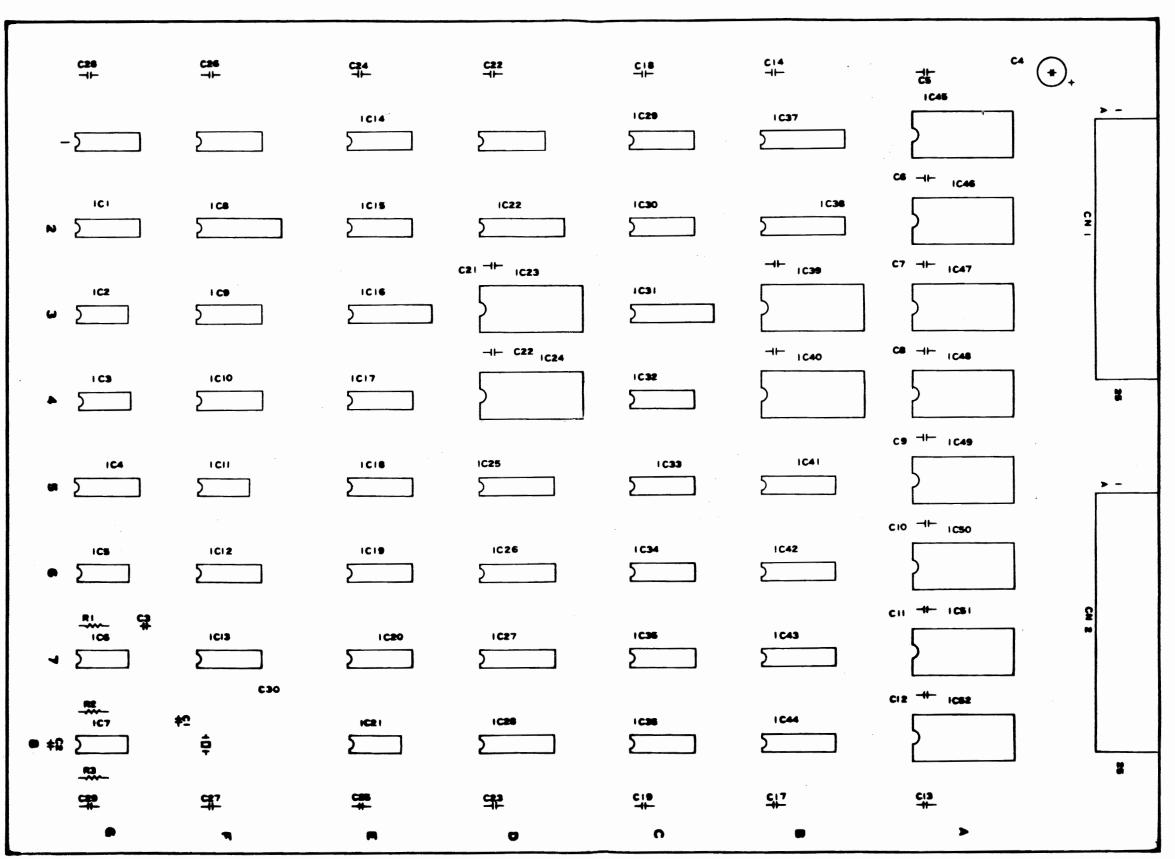
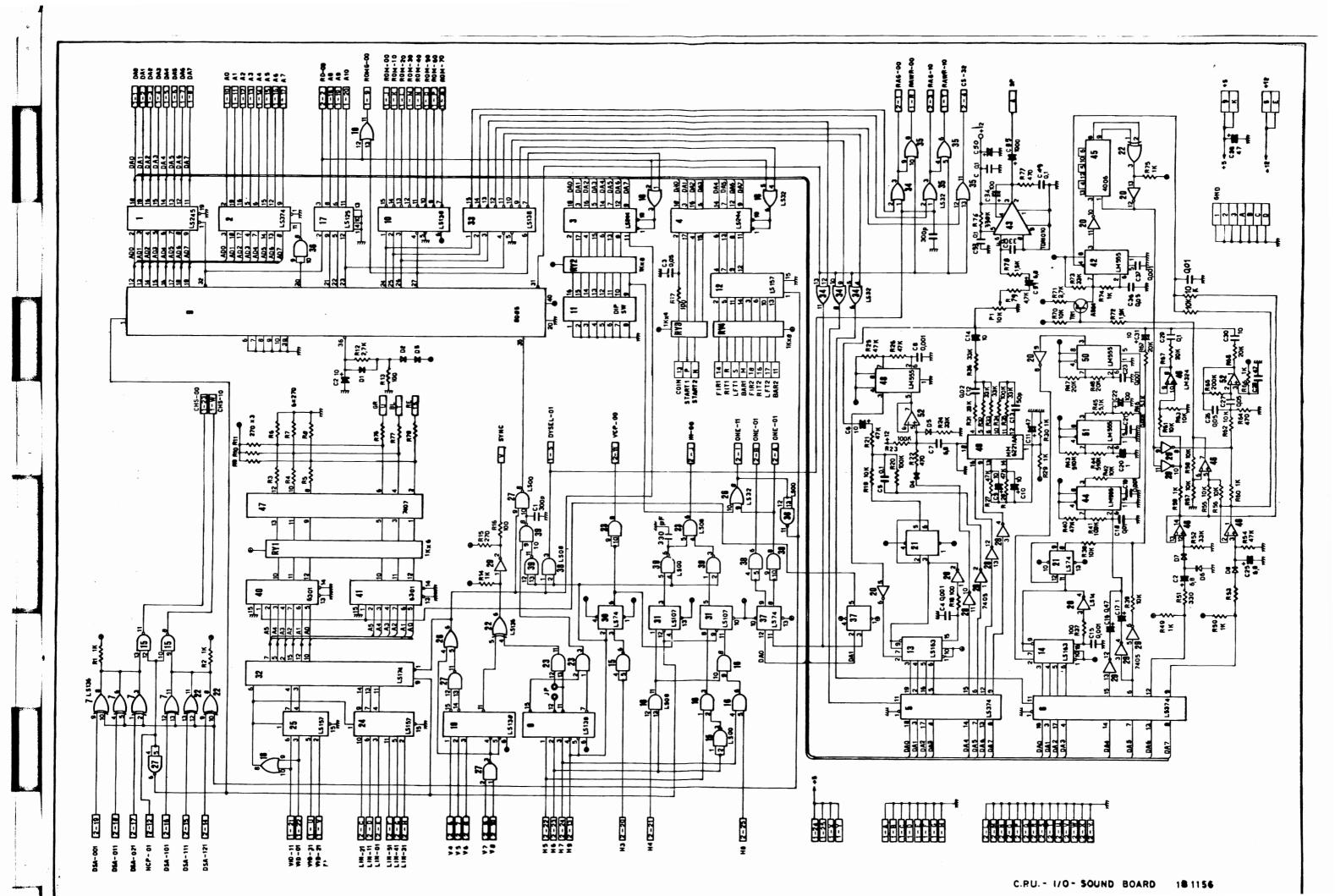
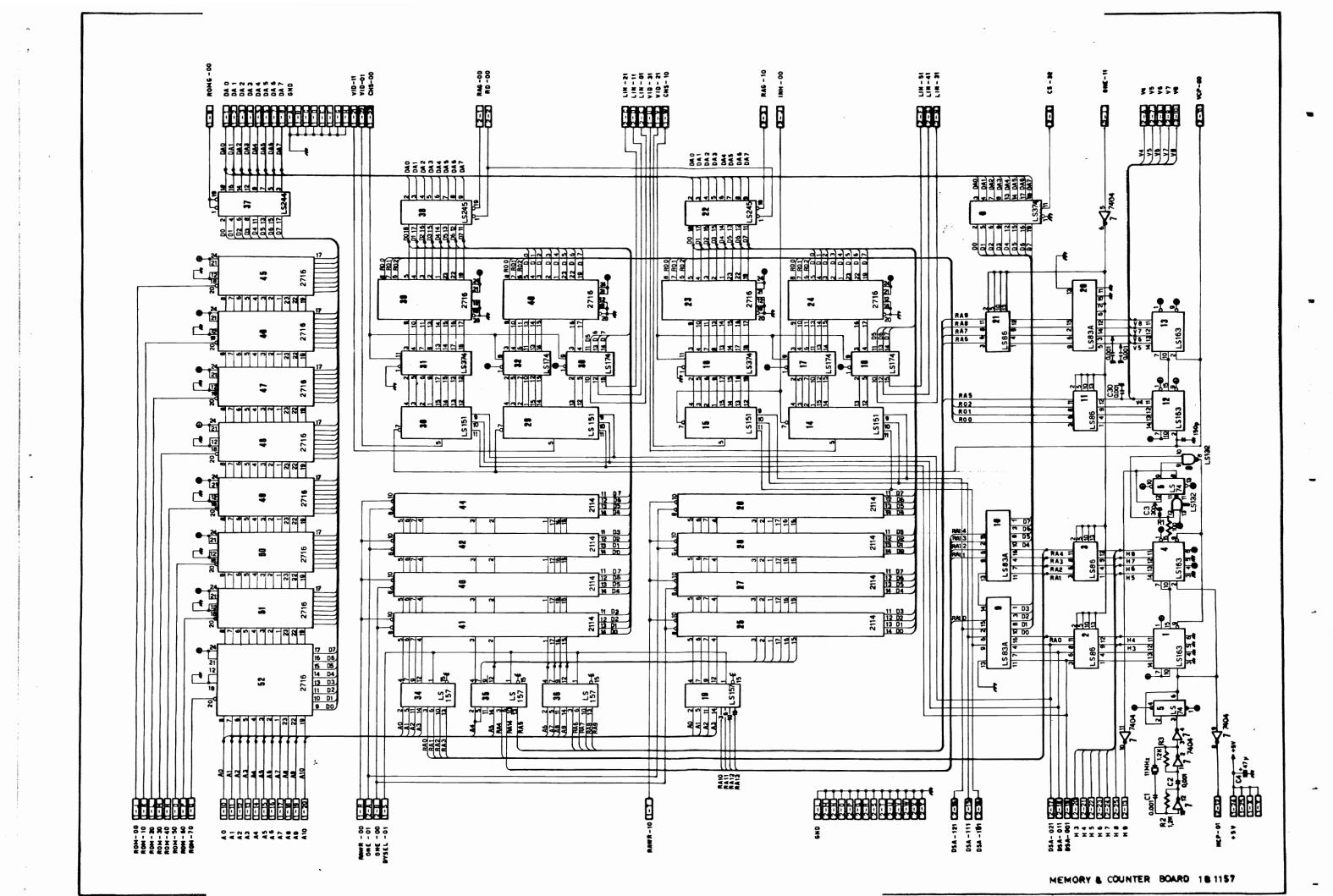


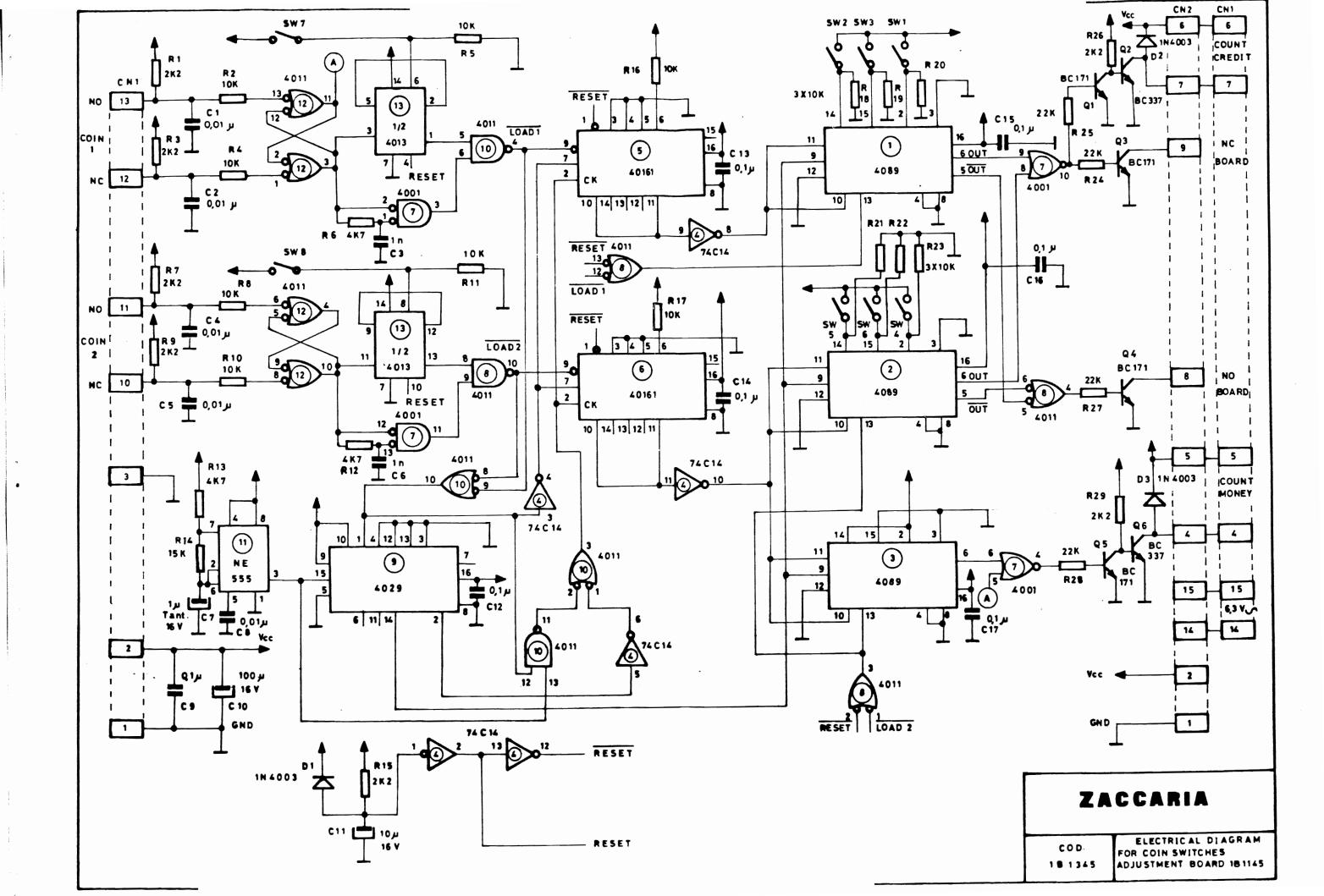
C.P.U. - I/O - SOUND Board



MEMORY & COUNTER Board
(Printed Circuit 1 B1157)







COIN SWITCH ADJUSTMENT

COIN MECHANISM 1

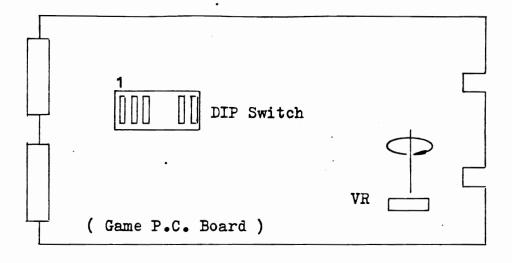
1	2	1_3	8	1
OFF	ON	OFF	OFF	2 COINS - 1 PLAY
OFF	ON	OFF	ON	1 COIN - 1 PLAY
OFF	OFF	ON	ON	1 COIN - 2 PLAYS
OFF	ON	ON	ON	1 COIN - 3 PLAYS
ON	OFF	OFF	ON	1 COIN - 4 PLAYS
ON	ON	OFF	ON	1 COIN - 5 PLAYS
ON	OFF	ON	ON	1 COIN - 6 PLAYS
ON	ON	ON	ON	1 COIN - 7 PLAYS
	UN	UN	0.14	I COIN - I PLAIS

COIN NECHANISM 2

4	5	6	7	
OFF	ON	OFF	OFF	2 COINS - 1 PLAY
OFF	ON	OFF	ON	1 COIN - 1 PLAY
OFF	OFF	ON	ON	1 COIN - 2 PLAYS
OFF	ON	ON	ON	1 COIN - 3 PLAYS
ON	OFF	OFF	ON	1 COIN - 4 PLAYS
ON	ON	OFF	ON	1 COIN - 5 PLAYS
ON	OFF	ON	ON	1 COIN - 6 PLAYS .
ON	ON	ON	ON	1 COIN - 7 PLAYS

ATTENTION :

Do not use other possible combinations.

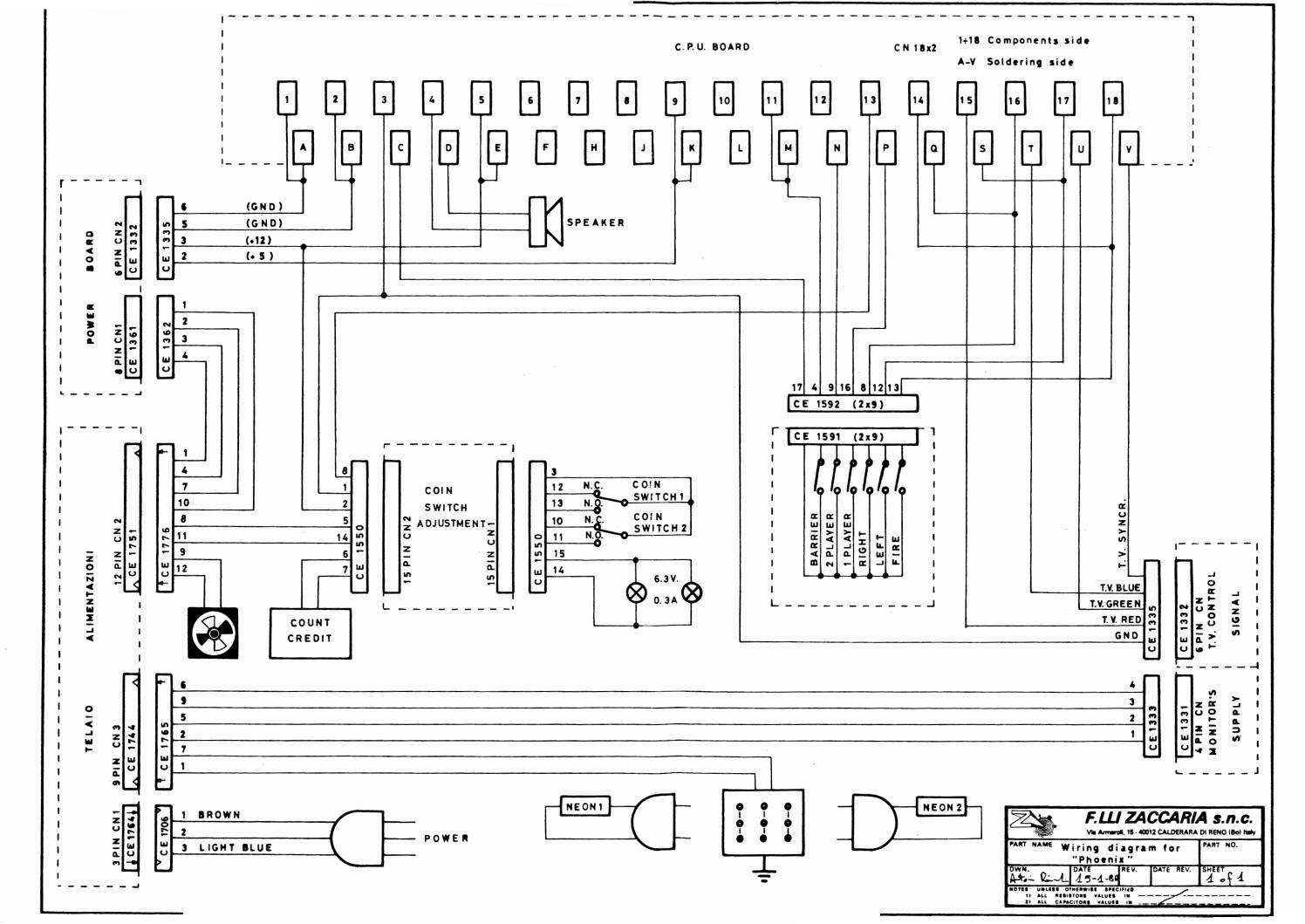


VR . . . Pot for adjusting total sounds.

To decrease the total sounds, turn the pot to the direction as shoun by arrowhead.

Setting of DIP Switch

Contents	SW 1	SW 2	SW 3	SW 4	SW 5	SW 6	SW 7	SW 8
Number of Space Ship								
3	ON	ON	Ī		*			
4	OFF	ON						
5	ON OFF				These switches			
6	OFF	OFF			are not used in this game.			
Extended-play points			,		1	t "OFF"	!	
3,000 & 30,000			ON	ON				
4,000 & 40,000			OFF	ON				
5,000 & 50,000			ON	OFF				
6,000 & 60,000			OFF	OFF				
Game Style								
Table								ON
Upright								OFF



P